最新のゲームは凄すぎだろ

Saishin no Game wa Sugesugidaro

3

Illustration
浮世草子
Original Story
植田亮

ヒーロー文庫

最新のゲームは
凄すぎだろ
Saishin no Game ha Sugisugidaro
3
浮世草子
横田 亮

The Latest Game is Too Amazing - WN Chapter 01-06

Table of Contents

1. CH 1 (LN version)
2. Ch 2 (Webnovel version)
3. Ch 3 (WN version)
4. Ch 4
5. Ch 4.2
6. Ch 5
7. Ch 6

CH 1 (LN version)

TL: Since Rebirth Online did chapter one of the webnovel, I'll do Ch 1 of the light novel. The settings are quite different. I'll just say that I completely disagree with the light novel settings because it adds a female AI.

1) It takes away the protagonist's Bocchi-ness (all alone)
2) You don't screw around with the true heroine of this novel by adding a completely irrelevant one like the AI! (PS: Lila is not the heroine.)
3) Why are you so cute heroine-chan, I just want to hug you~~ Go away AI, shoo!

Protagonist uses "Ore". The AI is using some form of ending that I cannot discern from the Chinese text. Might be -desu with every sentence, but I can't tell.

This is a mega 10000 words chapter and a first draft. I'll probably reword some of the stuff/check for errors later.

Ch 1

One year has passed again. My school grades has resulted in an unchanged class. I am still that solitary school student. But, my personal life has changed a little.

There's a corrugated paper box in my room. I suppress my overjoyed heart and take out the contents within it slowly. This is a delicate instrument that can be broken if it is just knocked a little, so I use special care to take it out and open it.

"Woahhh!"

After opening the paper wrapping, the unique smell of a new machine and the silvery shine that comes from it cause me to shout out. The thing that's in front of me, is the virtual reality system helmet ——– known as "ValGear". The size of it allows me to use a single hand to pick it up, and it's a necessary item to play [Another World].

The first virtual reality prototype machine was huge, and they did not truly allow one to truly enter the virtual space, as it read the data from within the virtual reality and then transmitted it into the body. Thanks to technology

advancements, the machines now only require to send a fake signal to the brain and let one experience virtual reality ——– All these things that were difficult to understand were written in a manual that's heavy and thick.

This particular one I have here is a relatively advanced version. One of this would need approximately 60 months worth of a high school student's pocket money, and that's certainly a sum that a student can hardly afford.

When I entered my details to become a beta tester, I did not know how much ValGear costs, and I found out that it was a frightening sum after I checked the retail price.

Furthermore, ValGear also requires a computer, and to sum it up, if a high school student wants to play this game, the prerequisite costs would have deterred him long ago. That's not all, since ValGear has nearly no other uses other than playing this game, no one would consider buying this, other than gamers with a surplus budget.

But I have heard that there will be a cheaper version of ValGear this autumn, so perhaps it is normal to wait until then to buy it.

Because of the above reasons, the number of applicants for the closed beta testing were numerous. There was only two hundred slots, and at the end of the application date, they announced that the chance to get in was only 2500 to 1, which meant that there were over five hundred thousand applicants. The games that I played in the past had only fifty thousand players, and I believe anyone would be able to understand the difference here.

But come to think of it, I really did not expect to be selected. When I saw the announcements on the ratio, I had already given up hope, and wanted to say "I surely couldn't be picked right.", but it seems like I must have used up all my luck in this lifetime.

None of my classmates was selected to become a tester…….. And when I heard this news in school I was momentarily stunned, and it seemed like I needed to change my initial plans.

How about telling them that I received the qualifications to become a beta tester, and invite them to my home to play….. No, this will not work. [Another World] is a Full-Dive VRMMORPG, and only one person can play this game by

using ValGear. Truly, if there's only one person playing at any given time and the rest of them look on at his strange behavior when he's in the game, it would not be fun at all right?

Then how about I don't invite them, but instead tell them that I played [Another World] and talk about it? No, that will not pass either. If we're already friends, that might not become a problem, but if I talk about this topic when I do not have any particular connections to them, they might come to regard me as a person who likes to brag. I don't want to do anything that might cause them to hate me, when they are my best chances to become friends.

Then, I should hide the fact that I'm playing [Another World]? They once said, even though they really wanted to play [Another World], they simply could not afford the current ValGear, and would wait for the cheaper ValGear that is going to be released in autumn. So, I should make use of this advantage to play this game in advance, and gather the relevant information on playing [Another World]? And when they started to encounter any problems, I will be right there to provide assistance. Right, I will do that!

Since I decide on that particular strategy, I should start playing now.

I read the thick manual to completion, connect the machine wires, adjust some of the settings and finally crawl into bed with the ValGear worn on my head.

I turn on the switch.

Immediately, I lose my consciousness as if I have fallen asleep, and my whole body is submerged in a space of white emptiness. I am certainly wearing the

ValGear right now, but it did not seem to appear on my head right now and there is only bright light in front of my eyes.

Huh? Did I set something wrongly?

“Welcome to, [Another World]!”

Just when I am tilting my head and pondering on what to do, a voice suddenly speaks to me. Following the source of the voice, I turn my gaze over to the direction and find a young girl standing before me. She looks slightly younger than me, with a pair of cat-like eyes and a cheerful smile, giving off a cute impression. Her clothes are mostly white in color, and the design of it is literally shouting [I’m cosplaying~!].

How the heck did she even get into these clothes? I am a little curious over it. Even though the light green hair that she had would not appear in the real world, it was unexpectedly suitable for her.

“What’s wrong? Hello, this player over here?”

The young girl looks at me with my delayed reaction puzzledly. It is not a solution to be silent, so I shall just try asking something.

“….. Erm, is this really a game?”

“Yes, it’s a game! But to be precise, the game has not started yet, and we are still at the stage of character settings.”

Wooah.

Hmm, I’m still at the character design stage. This certainly is similar to other net games. The first thing to do is to set the basic character settings, otherwise without this step completed, I probably could not enter the game. But now that I think about it, who is she? (TL: Thank you, captain obvious.)

“Ah! I’m sorry, I forgot to introduce myself. My name is Themis, and I’m the AI to aid the players in [Another World]. I’m also a NPC. Pleased to meet you.” (TL: テミス – It TLes to Themis and you can wiki this name up if you want to know.)

NPC! When she mentions this, I recall that the manual has something like this written in it. Considering that many players would be troubled over the VRMMORPG’s controls, and to allow the game to progress smoothly, every

player will receive their own personal AI. It was also written that all the AI helpers would be completely different. I have thought that it would be a cat or dog or an animal that's something similar, but to think that it would be a girl.

But….. Apart from her hair color, she looks no different from a normal person. Rather than say a normal person, she's more like an extremely beautiful girl.

How should I say this. I'm amazed with the advancement of technology when I look at the incredibly realistic girl in front of me.

When I know that she's a NPC, I feel less nervous and I think I can converse properly with her.

"This player here, please tell me your name before entering this game. It will become your fixed in-game name, so please pay attention when picking one."

As Themis finishes speaking, a four sided panel appears in front of my eyes, looks like it's the menu settings.

Hmm…… My name, alright, let me use a name that I picked when I played from my past net games.

"I will use the name [Chaos]."

Chaos…… [混沌], such a Chuuni name. The name display has been filled with the word [Chaos.] (TL: His in-game name is Chaos/katakana. The moon runes are Chaos/kanji.)

"Chaos-san right? I understand. Then, let us begin with the character's settings."

Character settings…… It refers to the player's virtual character inside the net game. The character's appearance and abilities are decided at this stage, so I should carefully choose every detail.

"A character can change their gender, race, profession, appearance, and stats distribution."

"What sort of races and professions are there?"

"There are four races, Humans, Elves, Dwarves and Beastman. There are no differences in terms of strength, but in [Estobia], the majority would be humans, while the other races are considerably lesser." (TL: イストピア > Estobia)

“As for the professions, the current basic professions that are specialized in combat are, warriors, archers, thieves, magicians, priests. And production professions would be blacksmiths and alchemists. Even though the production professions are able to create items, they are weaker in combat skills.

The only profession that can use magic skills are, magicians, priests and alchemists, while the other professions are unable to use them. Instead, the professions that are unable to use magic would be able to learn physical combat techniques. Also, priests are able to learn healing magic.

Once a character reaches level 50, they would be able to change their professions to a higher ranking one by completing missions.”

Hmm, there are seven different types here. This is quite a dilemma. Even though I want to try the production professions like the alchemist, I am a little troubled when Themis said their combat skills are weaker. That is because I do not know if I have the chance to party with other players, and if I played like my previous net games and end up Bocchi-ing, I have to rely on my own to battle. If that is the case, I need to have a certain degree of combat skills.

Indeed, I should choose the combat professions. With the same reasoning, even though priests have recovery magic spells, their attack techniques are also lesser in number, so I should not consider them. As for thieves, I would forget about it. Even if the stats are the same, I had my lessons learned when I played other net games.

So warriors, archers and magicians? Using arrows and swords seem to be dashing indeed, but magic attacks are cool too. Wait…. How do you aim when you use arrows and magic? What sort of actions do I need to do when I use the techniques? If it was like the old games, if I just press a button, and the character will follow a preset attack. But it will not work in this game, since the one who is really moving is myself. I have never fired an arrow before, and I only learned to use the sword a little in my school physical lessons.

“Hey Themis, what sort of actions do I need to do when I attack or use a technique? Because I have never used a bow and arrows before, I am unable to attack at all if there is no assistance in my actions.”

“When you use archery or skill techniques, the system will adjust the player’s

movements. Even though techniques differ from one another, if the character goes beyond the correct position for executing the techniques like laying down on the ground, you would be unable to execute them. Please take note of this point.

In regards to a normal attack, no matter what actions you do, as long as you hit the enemy you would cause damage to them, so there is no need to adjust for that."

Eh, isn't that troublesome? I can understand the assistance for executing techniques, as some of these techniques are actions that cannot be fulfilled in reality. If they had to be done completely from scratch, one would surely find it impossible to execute them without the the assistance.

For an example, if there was a technique that needed to jump over an enemy's head and then strike down from that position, then it would be a technique that could not be used if you do not jump. Players themselves would have to do that jump.

It is easy to understand the explanation of 'laying down on the ground and not be able to execute the technique', because you simply cannot jump from that position, not to even mention executing the technique. The same goes for magic techniques, as they have to go through the computer's assistance since they do not exist in the real world.

But if I don't have any assistance with normal attacks, then that would mean I had to attack based on the movements in the real world. If that's the case, I would become an amateur who is going to swing the weapon like a madman. An amateur who does not even know how to wield a sword, while attacking a like crazed person during normal times, but performing artistic like actions when I execute techniques —– One weird warrior has appeared.

Wahhh….. That's super lame.

I don't think that I can do exciting battles like the historic dramas, since these are actors who have trained vigorously to be able to perform smooth flowing action. For someone like myself who only attended a few sword lessons during physical classes, I will probably look terrible wielding one. I should remove warrior from my options.

Then archer and magician are left…… Okay, I decided. I'll choose magician. It is extremely cool using magic right? Besides, if I chose archer, I have to worry about whether I have enough arrows, and it would be tough playing that profession.

"Alright, I have decided on male, human, profession is magician. I will leave it to you."

"Understood! Next is stats distribution, how would you distribute them?"

"What types of stats are there?"

"There are six types, [Strength], [Physique], [Dexterity], [Agility], [Intelligence], [Will]. Every time your level is raised you will receive stat points, and players can distribute them freely to become stronger. [Strength] affects close range battle's attack, [Physique] affects physical defence and HP (health points). [Dexterity] affects ranged attack, while [Agility] affects speed. [Intelligence] affects magic attack, and [Will] affects magic defence. Even though [Intelligence] and [Will] are related to MP, that area is affected by other variants, so they cannot be classified together."

There are six types….. Since I am using a magician, I would surely have many skills, so it's best if I raise my [Intelligence]. In comparison, [Strength], [Dexterity] and [Agility] seemed to be unnecessary since magicians lack physical attack techniques.

"According to Chaos-san's profession, your most relevant stats are [Intelligence] and [Will]. With the game's settings, these two stats will raise a little magic attack and defence. In addition, hit rate and evasion are based on the player's feedback, and therefore there are no such stats in this game."

The stats distribution seemed to be similar to the past games, and it should be fine if I distribute them like this. The only difference here is Themis's explanation on hit rate and accuracy to be based on the player's techniques. But on this point, I will think of it as a game that requires good control.

"Everything on [Intelligence]."

"All in on DPS right! Certainly, compared to other professions, the good points of a magician is their high magic attack and AOE skills. In comparison, your skills

will consume a lot of mana and your physical defence and HP will be low, is that fine?”

“Yes, no problems at all.”

Indeed this game is the same. Typically the professions that use the magic skills, will mostly have high DPS and powerful AOE techniques that kills the foes quickly. But their HP is low and their defence is like a piece of paper. If an enemy slips past, these characters would be instantly killed. The magic professions will try to make up for these weaknesses by raising their evasion or HP, or party up with other players to protect them. Since I don’t know if I can party up successfully, I should raise my [Physique] when I level up.

…… Even though that should be the case, I just chose to go all in on DPS. I think I will just continue playing with the mindset of [kill or be killed]. In any case, the stats distribution comes to an end.

“What do you intend to do with your appearance? I’ll call up the character’s appearance now.”

As soon as Themis finished talking, there is a full 3D body that appeared in front of my eyes. It seems like the basic appearance bases itself on the person’s real world appearance. I have never looked at myself from a high angle, and I feel really amazed by it. When I am staring at myself, another four sided panel appears in front of me. It seems to be the editor, but…..

“Isn’t this a little too difficult right?”

There are simply too many options in the display. I don’t know changing what options will lead to what change in my body parts, and complicated to the point of not being to use it. It is difficult to understand the meaning of the options by reading the user interface, and using instinct to try it out is impossible. Looks like I need to spend effort on using this.

“I’m terribly sorry. I will feedback your comments to the company to simplify the UI. Even though this is an inconvenience to you, but the only option is to let you spend more time to adjust this portion. The time to improve the Editor’s UI will probably take some time.”

Themis lowered her head with embarrassment. But she’s merely an AI helper,

how is she going to report to the company? This AI Themis is done incredibly well, her answers are no different from a real person.

But changing the appearance is kind of difficult, what should I do….. Forget it, I will just play using this appearance. Setting my other options had taken quite a bit of time and I want to play as soon as possible.

“I’ll just use the basic appearance.”

“Understood. Then please tell me which starting point you would like to begin in the game. There are the starting points of Casstal’s kingdom capital Maldor, Baecasal’s empire Satbruken, and Commune United Kingdom’s Kreiman. The differences of these three are the only the locations.” (TL: The kingdoms are TLed from CN > EN. Expect changes in the future once I check the WN raws)

“Please help me set as Maldor.”

“Understood, transferring you now!”

There is a magical circle emitting green and white light appearing at the bottom of my feet, and I become enveloped by a piercing bright light. While I close my eyes, I transfer to [Estobia].

“Chaos-san, we’re here.”

When I hear Themis’s voice, I slowly open my eyes, but the surroundings make me lose my words.

Green, green, it is still green — I am situated in a place where there are only trees. When I raise my head, there is a ray of sunlight piercing through from the dense leaves’ small openings and I cannot help but squint my eyes. The forest releases a peculiar type of scent that can only come from vegetation, and the cool air from the tree shades is stimulating against my skin. I gingerly stretched my hand to feel the tree’s bark, and actually felt the even texture from it.

Wow. Everything here looks like the real thing, but this is only virtual reality!

“It’s too amazing! I can feel everything with my five senses, isn’t this no different from the real world!”

“That’s right, they spent a lot of effort on this because the company placed a lot of importance in recreating the real thing!”

Themis's tone was full of self confidence. When I looked at the [Another World] on the television screen, I only thought [it really looks like the real thing] and that was it. To think they even made it feel like the real world. Their slogan [do you want to experience a new world with your own body?], is not an exaggeration.

But……. is this place really Maldor? There does not seem to be any city buildings and also no human presence too. Surely it is not a kingdom that co-exist with nature, and the humans live deep within the forest right?

"When I look clearly now I'm in the forest, is this really Maldor? Eh? Where are you Themis?"

Even though I keep hearing Themis's voice, I am unable to find her presence anywhere. Actually, rather than saying her voice went through my ears, her voice is resounding directly in my mind.

"In order not to disrupt the player, I will hide by default. If there are any help needed, just give me a call and I will appear, like this!"

When she finishes speaking, she suddenly appears in front of my eyes. It is certainly true that an AI helper like her is supposed to aid the players in the game, but if she is accompanying them by their side, they might find her to be very annoying.

"Ara……. This is not Maldor hah……."

—— I seem to have heard something really dangerous.

Themis looks left and right and then stays in a daze at her original position.

"Erm, even though the location is within the Casstal's kingdom, but this isn't Maldor. The capital is located in the center of the kingdom, and if that is set as the destination, then this place is located to the southern west. I deeply apologize, but it seems that something has gone wrong with the teleportation."

This problem crops up from the start…… Are you sure it really is okay if something like this comes without warning? But it is also true that the goal of the beta test is to discover problems like this. If the starting location is off, then why not take a few steps to go back? It is not a solution to keep complaining here, so I should just ask how the game controls work.

“I’ll leave it to you to report the error. There’s one more thing, is there any tutorial for teaching the new players? I want to be familiar with the basic controls.”

“If you want to learn it, then let me explain some of the basic controls. First of all, the computer needs to confirm the information from the player. If you think about [I want to see the character’s information], [Open up the character’s information panel] or other commands similar to it, the window would appear in the air.”

I only just need to think about it? Character information, appear before me! …….. It really comes out, I see, so this is the character’s information panel.

“Players can confirm the various stats from the window. According to the game rules, you can gain XP by defeating monsters, but your stats will not increase when you level up. When you level up, you have to go into this window panel and put in your stat points to increase the various stats. If you only wish to confirm your HP and MP stats, the system has a simplified function to display only these two different types of data. Please take note that once you distribute your stats, the effect will be permanent and no further changes can be made. Then, please use the same method to open the skill menu.”

The window changes to the skill menu. There were nearly hundred of icons, where arrow heads pointed to a messy and complicated tree-shaped map —- but this tree shaped map did not extend endlessly. When I reach the starting point, the icons that are displayed can be counted with my fingers —– The very first one that comes from the top is [Magic Bullet LV.1] with the arrow pointing downwards lit up, while the rest of the icons and arrows were dark in color. If every icon represented a skill, then I am able to learn quite a lot of them.

“This is the skill menu. From here the players can confirm the skills that they already learned, the next skill that is connected by the tree, as well as the controls for using the skill. When you distribute the skill points, you require the points that you receive during a level up. The icons that are lit up shows the skill that players can use now, while the arrows that are lit up means you can distribute stat points to the next few icons. Normally, if you don’t follow the skill-tree, you would be unable to learn the skill. Currently, the only skill you can use is the attack magic [Magic Bullet].”

“What does LV 1 means on the Magic Bullet?”

“It represents the level of the skill. You can spend your skill points on leveling them up, and the highest you can go is LV 5. By strengthening the skills, you can boost their power and range, as well as shortening the casting time and cooldown. But, the stronger a skill is, the longer it takes for the original casting time and cooldown. Please take note of that.”

That is a headache. Should I spend points on learning new magic or strengthening what I have now? Since the points are limited, I still have to take note on not spending points of the weaker magic skills in the early stage of the game.

“How do you activate the skills?”

“When you shout out the magic skill you can activate it…… Ah, you don’t need to shout the level of the skill out okay. Even though some skills might require some actions, but you can do the same thing as calling our your character screen, it will be fine to think about it in your mind. But most of the early game skills are straightforward in its path, so you don’t need to do all these steps.”

So it is voice activated, suddenly I feel like the technology has regressed. I will try it in any case.

“[Magic Bullet].”

Huh? Nothing happened?

“The skill was not activated, did something go wrong again?”

“No, I have not finished yet…… Besides the incorrect posture or insufficient MP, there are a few situations that will not permit users to activate the skill. For a magician, if you don’t equip a magic staff you cannot activate the skills.”

“I see, if I don’t carry an equipment that is related to the skills I can’t activate them hmm. But I don’t have a magic staff.”

“Your initial equipment — The magic staff is placed into the inventory window, you should take it out now. Please open your inventory window.”

I changed the screen to the inventory panel, and there icons displaying potions and a magic staff.

“This is the inventory panel. Players can place items or take them out from here. The method to take them out is to touch the item, please touch the staff’s icon on the screen now.”

When I touched the icon, it disappears, and replaces it is a magic staff instantly appearing in my hands—-

It certainly is a novice equipment, rather than saying this is a magic staff, this is more like a wooden staff —- and at the same time there is a popup displaying for the magic staff’s information stats. It is really convenient with the information window appearing once I hold it in my hands. There is one other thing, I do not know when my clothes changed into a long robe and cloak, which are also the classic clothes for a magician. Perhaps I changed into them when I got teleported here? There were too many astounding things that happened one after another, and I only notice this change now.

“When you wish to put the items back into the inventory panel: Just think of [Place the items away] will do. As long as it an item, the size would not matter and can be kept away. On the whole, items that are not taken out cannot be used, but if you require to use something like a potion or similar recovery items, you can use them directly without taking them out from the inventory window. This function is called the [Emergency usage]. But once that is done, players would be unable to take the items out from the inventory panel temporarily, and they would not be able to use the [Emergency usage] a second time. Please take note of that.”

As I listen to Themis’s explanation, I try practicing by putting the staff in and taking it out again. After all, there would be no time take a potion during battles as it would break my concentration. I should pay serious attention to this aspect.

“Please open the map for your next step. The map panel can display the kingdom’s overall map and a map of Chaos-san’s surrounding locations. Chaos-san’s map will display the nearby enemies, NPCs and players.”

I call out the overall map on the map screen and find there is a blue mark on top of it, appearing on the south western area on the [Maldor]’s location. Looks like this mark represents my current location. I change back to the map of my surroundings. There are barriers that appear to be from trees. There is also the

function of zooming in and out to prevent any blocking of visibility. Themis is indicated with with a green mark, and besides her, there are several red marks and another green mark in the surroundings.

“Do these red marks represent enemies?”

“Yes, the red marks represent enemies that are attacking a certain target, and yellow marks represent enemies that are not attacking a target. Do you wish to go there?”

Since Themis’s mark is green, does that mean the NPC is also a NPC? A NPC surrounded by magical beasts…… and is being attacked by them? Is this something like a mission or event? That is kind of interesting.

“Okay, let’s go over and take a look.”

“Understood, in order not to disrupt the battle, I will hide myself temporarily.”

Themis disappears after saying that. This is my first battle in this game, and I gripped the magic staff tightly with my heart raring to go with full of expectations, and ran towards the red marks.

It is easier than I have expected to move the character, and I run for about two minutes before reaching the destination. Since the one who is moving is the character, I naturally did not feel tired.

What enters my eyes was a young girl who is close to my age, seemingly from a village nearby. She is surrounded by seven or eight wolves and they are about to pounce on her. If this is a mission, surely it feels like a [Save the village girl from the pack of wolves] right? (TL: Yes, save the girl from a pack of ‘wolves’!)

“Are the wolves strong?”

“These are forest wolves, level 1. The names and level will be reflected on the magical beasts’ heads, please take the information into consideration during battles.”

As I listen to her, I peer to the front and find out the wolves are indicated with a green status bar and the name [Forest Wolf Lv 1]. Amongst them is a wolf with a green status bar filled with some red on the right side, and on the other hand, a girl with a green status bar.

It looks like the status bar is the health bar, green represents the HP bar, green represents the remaining HP while red represents the HP loss. If the HP bar is completely red it would represent death.

It seems that I do not have any more time to think about it, the event has started, and a wolf starts to approach her with its fangs bared to attack!

“[Magic Bullet]”

I cast the magic spell onto the attacking wolf. As it is a starting magic spell, the skill is activated in an instant, and there is a streak of purple lightning that appears at the tip of the magic staff, and hurls accurately to the forest wolf. The wolf gives a shriek and collapsed to the floor without getting up. The HP bar has turned red in the blink of an eye, and it looks like I successfully defeated it. As expected from putting all the points into the intelligence stats, I actually killed it with one blow. As a result of my attack, all the wolves’ line of sight gathered onto me.

But it really is quite scary to see all the forest wolves rushing at me with low growls. I suppress my fears and continue to keep on using [Mana Bullet], trying my best to start attacking the ones with the lowest levels. [Mana bullet]’s cooldown is really short, with the time between two attacks to be nearly zero. In addition the required MP is also very little, so I can keep on using it without stop.

Still, the enemies hold the advantage in numbers. One of the wolves which has the highest level bypassed my attacks and approached closely to me.

Help——

Fear makes my reaction slower by a beat, and even though I try evading to the side when the wolf comes at me, my right arm still transmits waves of impact…… What surprises me is the feeling of a classic controller vibrating on my right arm. There are claw marks on the wounds, but it did not hurt at all.

I check my character’s status and my HP has dropped by half, but it seems like I am fine otherwise.

I see, so this game does not really have the sensations of pain. If I think about it, it makes sense. If this game was created to have the same sensations of pain in reality, this game would not have been permitted to be relased in the market.

It seems like the game will only cause a physical reaction to where the injuries are, to remind the player which body part has received an attack.

Since I know there is no pain now, then there is nothing to be afraid at all. With that line of thought, I start to feel that the attacks from the wolves are nothing much, how fascinating indeed. I giggle to myself inwardly, these wolves are nothing special at all.

From that point onwards, I keep releasing [Mana Bullet] and successfully defeated the wolves, then sighed with relief and look back at the young girl. I did not have any concentration left to spare during the battle. It seems she has just sat there in a daze throughout the whole time, but with this outcome the problem is solved right?

Honestly, is she really a NPC? No matter how I look at her, she looks no different from a human being. Even though I'm not as surprised since I saw Themis's as a preexisting example, but her expressions are too lifelike. From how she appears, she is shocked by my appearance and even hold some form of wariness to me.

……. Why am I getting treated this way when I did things to such an extent. Her attitude now is literally treating my existence like a criminal, with no holes in her guard.

Normally, when you see someone helping out to solve the magical beasts that is attacking you, you would normally say [That was really a close one, thanks for helping me out here.] or similar words of thanks, and the attitude should be quite friendly right?

I keep staring at her. Maybe I am overdoing it by looking at her too much, I get the sense that she's becoming even more frightened and wary of me. WIth the silent atmosphere hanging in the air every passing second, even a bocchi person like myself has started to sense something wrong with the situation.

Could it be that I have mistaken something? This place is completely desolate. If it is something like a mission, it will surely appear at some noticeable building or cave. Will the game company really make an attacking event in wilderness like this? A NPC surrounded by wolves that keeps on waiting for a player to rescue her —– That's too bizarre, and I laugh when I think about this point. (TL:

Surrounded by ‘wolves’, can I join in with the surrounding? Cough.)

But, the girl who sees me laughing shrieks a little. This makes me feel like I am bullying some form of small animal, help me, I feel like I cannot take this anymore.

When I look at her again while my thoughts spin in my mind, I notice a wooden staff at the side of her feet. Eh…… Even though it looks like a wooden staff, but that might be a magic staff? Maybe she was not just receiving attacks from the wolves, but battling with them? There was a wolf with some damage to the HP bar, then things are different. Maybe she is not a NPC, but a player like me ——

My face becomes green when I consider this possibility, I quickly confirm a thing with Themis.

“Themis, could it be that the green marks on doesn’t merely represent a NPC?”

“The green marks on the map represents both NPC and players desu.”

Just like I thought —- When I get this fact, my entire body is flushed with cold perspiration, because she’s really a player in this game. Even though she is dressed like a village girl, but when I reflect upon it I have never seen what the default equipment is for a female player. If I did not guess wrongly, it means that she wanted to fight with the forest wolves, and I disrupted her. This is really bad…….. (TL: You know nothing, ~~Jon S–~~, Chaos-san, You know nothing!)

When a player is fighting with an enemy, while another player did not get the original player’s permission and attack the same enemy, it is known as KS-Kill Steal. This not only causes trouble to other players, it is also something that violates the etiquette in a common MMORPG. This is because the EXP distribution is typically based on the DPS done by players. KS will cause the original player to get less EXP, and that is why it is seen as a taboo.

And it is also due to that reason that players often find areas that are far away from others. Of course, if the players themselves request for aid, that would not be a problem. However, this time it was completely wrong, and a mistake from my part by attacking without confirmation.

The outcomes of these scenarios would often lead to arguments, and if the situation is serious, the names might even be spread to the various forums. With

that, the infamy of the players who KS-ing will spread everywhere, and sometimes even cause to them to stop playing.

This is a really a headache. And it's all my fault, with none on her side. I better apologize sincerely to her, even if it was a mistake on my part, it was still my fault.

"Sorry."

My guilt and shy personality caused my whole body to tremble, but I did my best and apologize to her by bowing deeply. Even though I am unable to look at her appearance and her reaction, but I hear something like a deep gasp, and a short while later she answers in a small voice: (TL: Chaos-san is so adorkable.)

"No, I'm the one, erm, sorry."

Why is she apologizing to me? Did she feel embarrassed from being so guarded against me? Or did she forgive me? But to a Bocchi me, this tense atmosphere is making me fidget all over. I better leave before things get worse. When I lift my head up with this intention, I did not expect to see her smiling.

Did she really forgive me? ——– She's such a nice person, and if it we did not meet each other under this situation, we could have become friends damn it……. I actually made a friendly person so troubled, what I have done! My heart is full of guilty feelings and I do not have the mood to play anymore. The only thing I want to do now is logout of this game and go back to the real world.

When I think of that, there is a window display that pops up in front of my eyes. It is some form of information panel, and there is [Do you want to logout? Yes / No]. It seems like logging out is the same as calling up the character window, once I think about it the message will pop up and confirm.

"Do you want to logout from the game? It will take approximately ten seconds to do so, and if you get interrupted by magical creatures, you will be disrupted, please remember to check your surroundings and whether it is safe to do so."

Themis did not forget to add her explanation. I thank her in my heart, and press the [Yes] icon to begin logging out. With that, the same magical circle appears at my feet, and I should be able to teleport out.

"M, may I know your name?"

The girl asks me in a panic.

"…… Chaos."

Once I answer her, the light from logging out envelopes me, and as I close my eyes from the blinding light, I lose consciousness.

When I come to my senses it is pitch black in front of my eyes, and there is a heavy feeling on my head, making me realize that I have returned to reality. I carefully take ValGear out of my head and did a lazy stretch.

When I think about the girl that I just met in [Another World], I really did something that was terribly embarrassing. But from the attitude when she asked for my name, perhaps she wants to be friends with me. If that is the case, I might have lost out on a great chance. But I think I should not worry too much. The game has just started and I met a player immediately when I just logged in, I'm certain there will be many chances in the future and I should place my hope then!

In any case, I will put my destination as the kingdom of Maldor. There should be many players there and the chances to be friends will definitely increase. I still have to raise my levels from beating the magical beasts. Let me put in some serious effort tomorrow!

****

The Caro village is located in the southern part of Casstal, its population approximately two hundred, and is considered to be a small village. The residents there relies solely on agriculture. The remote road in the north-eastern village is a forked road that leads to the capital and to the Commune United Kingdom. As the road is very far away, few people pass by the village.

However, this road is an important lifeline to this village to be able to communicate with the outside world. As a village that even traveling merchants hardly come to, they would have difficulty in surviving if they did not rely on fixed intervals to sell their agriculture items and wooden supply to the capital. They would use the money from what they sell to buy the necessities for living. And now, the information that one of the resident has brought, became the biggest threat to the village's survival.

“Are you certain?”

A man whose age was over half a century —– This village leader makes a bitter face, and asks in a heavy tone as if pleading to the heavens. The cadres surrounding the leader also wear grave expressions.

“There is absolutely no mistake about it. I saw it with my own eyes. This is the first time that I saw so many forest wolves appearing in the forked road.”

Everyone present there becomes silent when they listen to the young hunter, praying that is a joke.

The forest wolves —- normally would not appear on a road where humans travel. They are magical beasts that gathers only within the deep forest. If there is only one of them, they can send some adult males to drive it back, but a pack of wolves are completely different, and they needed the whole village to fight. But if that happens, there would be a definite loss, and the worst outcome was to lose the males within this village.

“The only way is to hire some adventurers to take care of this issue.”

“What sort of foolish nonsense is that, once you go onto the road you might encounter them, any number of lives will not be enough!”

Normally, when a road is built, they tend to be far away from the magical beasts nesting area, and the chance to encounter them would be low, therefore making it safer. But with a road that deviates from the above rules, one might encounter a magical beast’s nest without knowing and perish. This remote road that linked to the capital is not an exception.

“But no matter how long we wait, there will not be any adventurers coming to this desolate place.”

In order to fight against the magical beasts, it is a norm to hire adventurers to drive or vanquish them. Even if they could not find an adventurer in the village, once they go to the kingdom they could hire someone. But considering the fees, it is not something that can be easily done. In addition, the village’s location is in a remote place. Unless something serious happens, there were almost no adventurers that came.

“We have to wait for the kingdom’s army.”

“Didn’t I say it earlier, it’s not the main road but the remote one. This kingdom obviously will not place much importance to this village. How long are we going to wait? Before that, the people in the village would not be able to live on!”

Actually everyone present knows it clearly, there was no other way than to bring everyone to fight to the death. But who does not cherish their own lives? Therefore they were ignoring this solution where they would have to bet with their lives. They keep discussing without any resolution, and time passes by. By now the village leader also understands that there is no end in sight and decides to just bolster the defences to ensure safety.

“In any case, we can only tell the villagers there are forest wolves appearing, and it is dangerous and they should not go near the remote road. There might be other magical beasts appearing the nearby forests, and we need to warn everyone not to arbitrarily enter.”

“Help!”

Before the village leader finishes speaking, there is a young girl’s voice in the air. When the village leader and the cadres turn back to look, they discover a weak girl panting and sitting down on the ground with a look that she’s about to cry. This young girl is one of the villager’s residents. Her older sister, Lila, was fourteen years, and they are very close together.

“What’s wrong?!”

The girl comes to her senses when she gets yelled at by the village leader. Even though she is still a little dazed, she tries her best to tell everyone.

“Onee-chan, Onee-chan, she…… Forest, picking herbs in the forest, suddenly there were a lot of forest wolves! Onee-chan…… to let me run away, she used herself as bait, please, please save Onee-chan!”

“What!? Damn it, call every man in the village to take up a weapon! We are going to save Lila!”

The words of the young girl cause the villagers to stir, and everyone prepares to take up a weapon and handle this urgent situation.

****

The young girl from the Caro village, Lila, resisted the fear with everything she had from the advancing magical beasts.

She and her younger sister came to the forest as usual to pick herbs. If they do not go deep within the forest, they would not encounter any magical beasts, and the two of them always held a cheerful feeling to stroll in the forest. It was nothing more than a common occurrence to the villagers.

When Lila finished picking the herbs and wondered if it was time to go back to the village, her younger sister suddenly looked and pointed at a place with disbelief.

“Onee-chan, what is that?”

Her younger sister was pointing at something that was a black spot. When Lila focused on it, she found it was a grey magical beast.

“Forest wolves……”

She had wanted to think why the forest wolves which only lived deep in the forest would appear here, but Lila immediately forgot about this question and only wanted to escape from this place.

“It’s a magical beast! Let’s run!”

The two sisters feelings were mired in uneasiness, praying that the wolves would not discover them while moving away. But things went against their wishes, and the wolves seem to have sniffed out their scent, and after they howled they started rushing towards the two sisters.

“Run!”

With a sudden yell of desperation, they spent every effort into fleeing. But the howls seemed to have attracted more of the wolves, the shuffling of feet started to increase behind them. With the sisters’ speed, anyone would know that they would be caught up by the wolves before they reach the village.

What should they do? Lila hesitated for a while, and made her decision. Her action was to ——– attract the forest wolves’ attention. If they continued running, both of them would end up being eaten, but if only one remained behind, the other would have the chance to escape safely. If the younger sister stayed

behind, she would just end up as the forest wolves' meal. It had to be the older and physically fit sister who can bring about some time for her younger sister.

The only option is to let her younger sister escape and she would think of a way to escape from the wolves.

"Onee-chan! If we don't hurry the wolves are about to catch up!"

"Leave me! Just go ahead an run!"

The younger sister saw that her older sister had stopped running and paused in confusion. But Lila could not care too much any longer, and urged her sister to run.

"But……"

"Listen carefully, I want you to run as quickly as possible, and call the villagers over! During this time Onee-chan will think of a way to lead them away, understood? Go now!"

Lila pushed her confused sister. Her sister lowered her head and started running towards the village. Lila picked up a long wooden stick and rocks, and yelled at the forest wolves.

"Come here! I'm right here!"

In order to attract the attention of the forest wolves, she threw a rock at it and hit it. The angry wolf turned its attention to Lila. She went into a different direction her sister went, and the wolves started to chase after her.

She gritted her teeth to suppress her of not knowing when the forest wolves would tear her apart with their sharp fangs and fled.

But this plan soon drew to an end, as there was a pack of wolves waiting for her in the front. Lila's face was filled with hopelessness. Eight forest wolves surrounded her in the end and continued to growl at her. Even though she had a wooden stick that was useless in defending her, she still held on tightly to it, as if this stick represented her last hope.

The wolves continued to circle closer and closer around her, and one of the wolves which felt that it was close enough suddenly pounced at her, but Lila's wooden stick struck at it. She continued to glance at it while it whimpered back

away with a few steps, while continuously swinging the stick at the other wolves.

But a wolf spotted the chance and bit at the stick in Lila's hands. She desperately tried swinging the wooden stick to shake the wolf of, but the conclusion was as expected. The wolf which was stronger tore the stick off her hands, and she fell to ground with from the recoil of losing the stick.

"Ah!!!"

The incredible fear forced Lila to scream.There was no way to escape or fight back. Even so, she continued to push herself back instinctively by shuffling her legs. The forest wolves seemed to understand its prey was unable to resist any more, and they showed their drooling fangs and continued to press closer. It was just a few steps away before Lila became the wolves' meal.

"[Mana Bullet]."

The purple streak of light hit squarely on the forest wolf nearest to Lila. It screamed loudly when it got struck and collapsed to the ground without getting up again. Even though there was no apparent injury, but taking a look at its motionless body, the wolf was certainly dead. Lila appeared confused when this happened without any warning. When she looked over at the direction where the ball fired, she discovered a youth with rarely seen black hair.

This sudden helper —- An unknown boy in Lila's eyes, gave her the impression that he was very unreliable. He looked like he was close to her age, and appeared to be taller than the other boys in the village, but he looked very thin without any signs of muscle on his body. Perhaps he did not do any farm-work, as his skin that was visible from outside his clothes were pale.

She thought he might be a noble, but the clothes on him were tattered and the possibility of that was very low. His frightening gaze from his black irises were accompanied with a cold, merciless expression, made Lila tremble with fear.

In the blink of an eye, the forest wolves had changed their targets to the youth and charged at him. He did not seem to even flinch from them, and continued to fire the streak of purple light at the wolves one after another and brought them down.

Could that be magic? Lila finally thought of that possibility. Even though she

hardly communicated with the world outside the village, and did not have the chance to witness magicians using magic, but the figure in front of him who used some form of special skill to defeat the enemy was the exact image of how magicians were depicted in the legends.

And in front of this youth who had overwhelming strength, the forest wolves could only await death. One of the forest wolf's claws swung at his arms, and blood splattered all over and dripped down slowly. But the boy did not react to that, and even showed off a surreal grin. It was a smile to mock its foe.

Even though Lila knew that the smile was not meant for her, she still felt goosebumps all over her skin. She had clearly felt frightened of the wolves that were chasing her from the very start, and her body was rigid from the dread. And yet the youth calmly killed them one by one, and his actions were so practiced that she knew he was familiar with these sort of bloodbaths from battles. (TL: Oh my gosh Lila stop being a M or I'll go crazy!)

Lila could not help but suspect, did the boy really wanted to help her? With her life hanging by a thread, a magician would appear in a remote place like this? Did he come here for some purpose? She hoped that he came here by coincidence from hunting magical beasts and lent a helping hand when he saw her in danger.

Once all the forest wolves were defeated, Lila and the boy's eyes met.

The way how he studied her from eye to toe made her more and more uneasy. After a while, the boy displayed a smile, but there was nothing funny that she did.

Could the boy want me? —– Lila groaned in her heart and curled up. The boy seemed to be weak, but he killed eight forest wolves without even panting once. If he really wanted to do so, he could easily made her gave up. To fulfill his desires, he might force her to do actions so terrible that it could not be spoken. The young girl could only try to suppress her fear and defend herself from him who could pounce any moment.

But the boy only stood there in silence. Lila felt more and more puzzled over the boy's aim. Just when she was about to ask, he suddenly frowned and muttered to himself….. Is the boy also troubled?

"Sorry."

A simple word.

He apologized.

Lila looked on in confusion when he suddenly spoke before understanding what he said. Why did he apologize? Because it was rude to keep staring at someone? No, if one was to think about it, he was probably apologizing for scaring her right? He really did not have any intention to molest her, and it appeared that the boy was really helping out due to his kindness. Lila was instantly relieved, and also understood one thing. The boy helped her out with kind intentions, and not only did she not thank him, she reacted as if he was a frightening wolf. Lila's face was dyed in scarlet when she thought about it.

"No, I'm the one, erm, sorry. "

Because of her embarrassment her voice was reduced to a whisper, but she still chose to apologize carefully. The boy seemed to understand it was a misunderstanding, and when he raised his head, his expression was reverted to that cold one. It looked like he did not know how to express himself, and therefore chose to be quiet. When she compared the heroic figure during the battle against his shy figure during conversation, Lila smiled from the huge difference.

When he saw her smile, the boy muttered to himself again, and there was some form of red magic impressions at his feet. Was that teleportation magic? Even though Lila did not understand magic very well, she had heard of teleportation magic in fairy tales. It was a magic that was incredibly difficult to perform, and the boy who saved her, was a magician beyond imagination.

"M, may I know your name?"

It seems that the boy was prepared to leave after everything was settled. Lila thought she needed to say something, and asked him for his name in the midst of her panic.

"……. Chaos."

The boy answered honestly.

If Lila did not take the initiative to ask the boy, he might have just chose to leave quietly. Lila thought that his noble deeds of not expecting any form of

rewards were beyond praise.

“Erm, thank you for saving me!”

Even though Lila wanted to thank him, the figure of the boy had disappeared, and she did not know whether he heard it.

“He left…….”

****

The boy’s figure disappeared into the air almost like a dream. But the forest wolves were still in front of her, representing that everything was true.

Three days later, when Lila returned safely to the Caro village, the village leader called her to ask questions. She began to think back how he met that boy.

After he left, Lila met up with the villagers who were going to rescue her. Her younger sister even hugged and cried for a long time. The two sisters slept together after a long time. Perhaps the younger sister could still remember the frightful incident, and she did not leave by her side. After comforting her sister because the village leader wanted to talk to her, she managed to promise not to follow.

“May I ask why you called for me?”

“I asked you to come so you can look at this.”

There was a forest wolf’s carcass placed on the table, but there were no signs of arrows or wounds. Lila was certain that it was killed by magic.

“A few days ago there were a large number of forest wolves in the forked road. We originally did not know what to do, and we only sent a team to investigate just recently. They actually reported that they did not find any trace of the forest wolves. And because of that, they investigated the nearby areas and found there were several of the forest wolves’ bodies. We thought it might be the kingdom’s troops or adventurers, but we did not receive any news at all. As there are are no signs of injuries, I thought….. I wanted you to confirm things, but it seems like I was not wrong.”

“….. Chaos-sama?……”

She thought about the boy who saved her three days ago, killing the magical

beasts without any fear with overwhelming strength without any forms of returned gratitude. He was like a hero from the legends. She thought that he would have gone somewhere else after using the teleportation magic, but he came back here again, and even solved the village's impending disaster.

"It looks like you think that it was him as well…… To think that he not only rescued you, he saved the entire village. Surely, the title of a true hero, must be describing a noble man like him."

At this moment Lila was moved beyond words. She felt she had seen a legendary person in the epic tales and she was even a part of his stories. Lila thought, although she was a just a side character in his tales, one day Chaos would appear in front of everyone and became the celebrated hero that was loved by all.

Not long after, her prediction actually came true.

Chaos would become the legendary hero of [Estobia]. When they talked about his achievements, the earliest one that could be traced was rescuing the Caro village. Even after his name was left for all ages to know, they were unable to find anything earlier in the history books.

Thereafter, whenever the future generations talked about his heroic deeds, they would start from the tale of saving the young girl from the Caro village. And as the birthplace of the first heroic tale, the name of the Caro village spread everywhere.

This was the prologue of the legendary tale, the grand hero Chaos, who appeared like a mysterious comet in the skies.

TL: Somehow I get the vision of the story's editor asking the author to come out with ways to explain the RPG elements to newbie readers. Just…. wordy as heck.

Ch 2 (Webnovel version)

TL: URGH, *coughs blood out*. Reading Japanese is somewhat okay, but translating it? My JP grammar isn't up to par =X.

Edit: So I've gathered enough opinions and considered the poll for a while and I'm going to stick with the webnovel until I get the second volume of the light novel and see if my mind changes about a hybrid version.

Chapter 2 – Adventurer's guild

Approximately one week passed in real time. I did nothing else but looked at the map and traveled north, and finally reached the capital's district.

It was painful to do nothing but just travel for one whole week after logging into the game……

I wondered if the traveling time in the MMORPG should be lessened a little.

It was fortunate that I did not feel tired from running, and I ran the whole way (And I ran faster than my usual self). There were a few times that I got attacked by monsters but I did not lose interest in the game. Even so this world was way too big.

I finally reach this district that was surrounded by incredible walls after spending several days like that.

The districts in other games are filled up with approximately 100 people or so even if they are as vast as the one here, but the magnitude of people was completely different in 'Another World'.

At the very least when I consider the scope, there has to be at least 3-4000 people here in this district alone.

In order to display a lifelike city, the area is filled with many NPCs, and the AI NPCs are taking complex actions to run businesses and live their daily livelihood. I feel like I need to bow my head down in respect to the game developers.

This district —— is mostly comprised of Meldor's weapon shops and armor shops. I plan to stop by them for a short while to level up and arrange my equipment later on.

I need to change my shirt and my crappy staff to something stronger.

The first thing that I did is to head to the adventurer's guild. This game is no different from the others where one would exchange money from the monsters that he defeated.

Due to that, there are quests to hunt special monsters, or harvest specific items and various other requests to get a reward. It should definitely be possible to sell the monsters' drops.

In addition to accepting quests directly from people, one is able to accept them from the adventurer's guild too. It is more efficient to earn money from the adventurer's guild because quests were plentiful there.

……. So written in the Strategy Guide in Wiki.

The adventurer's guild is beside the inn. When I enter the guild I see a few muscular men inside. There are three male receptionists writing on papers on top of the desk. There is no female presence at all, and certainly appears to be a sordid place.

"What should I do to receive a quest?"

I ask one of the male receptionist who was working. He takes a glance at me and retrieves a piece of paper and points with his finger.

"First you need to register with the adventurer's guild. Write your details here."

But when I look at the paper I am unable to read it. It is most likely a language unique in the game, and perhaps considered as a peculiar highlight in this game's world.

A mania might try to immediately figure what it means, but I am unable to do something like that.

But I should try to fill in my name and age since it's the sake for my registration.

“Are you perhaps unable to read?”

The man who spoke was shaking his head. I personally thought that the majority of the players would not be able to read the alphabets here.

“Then tell me your name and age, as well as your skills —- The skills that you can use. Be it a sword or bow, anything that you are good in will be fine. Do you have a usable skill?”

Do I need to fill in my profession? As a magician I should answer that I can use magic and that should be fine right?

“My name is Chaos. Age is 16. My specialty is magic.”

“Hoh~ Magic huh~”

He looked at me as if he was appraising something. Did I say something wrong?

“Well that’s fine.The guild will issue you an identity card tomorrow. Please be careful not to lose it as they will be a penalty. When you apply for a quest you can ask from me or the other guys in the guild. You can’t read the quests that are pasted on the board right? Do you have any other questions?”

The process was quickly over with an anti-climax.

Hmm, the first thing that I want is money. It is fine to apply for quests, but since I’m here I wonder if I can sell the monster drops. There is a certain drop rate from the monsters’ corpses that are defeated. When I take the items, they are automatically taken away and stacked in my inventory.

For example the wolves that I encountered a while ago ——- Their hides that were supposed to be skinned, I didn’t need to do that with a knife and skin them one by one.

“Where can I sell the hides of the forest wolves that I had defeated?”

“Ahh, you can sell them here. Let me see them.”

I took 50 fur hides from my inventory out.

There were taken from the forest wolves that I had encountered in groups along my way here.

The receptionist appeared to be shocked. Are there too many fur hides?

But his expression returns back to normal, and takes the hides onto his hand and studies them carefully.

“These are some quality hides, hmm. With this level of quality and quantity, I’ll give you ten silver—- no, 15 silver coins. You’re actually pretty good.”

The male receptionist grinned.

“You just came to this district right? The lodging fees are cheaper even for those who recently joined the guild. The money you received is more than enough for you to get a good room. Right, for the next question, do you want to take up a quest?”

“Please give me one.”

“Then how about taking down the killer bees at the river bank? When you travel to the river in the east side you can quickly see them gathering there. Also, there are some medicinal herbs that grow there at the very end of the river bank. Ah, take this sample and look at it so you know what it looks like. If the quality of the herbs you gathered is good, the rewards will go up.”

“Understood.”

I leave the sample behind in the guild, and go to the weapon and armor stores first before doing the quest. I buy a magician’s staff and a mantle and equip them.

I chose a staff which raised [Intelligence] and a mantle that increased [physique].

There are many varieties that increased different stats or mixed stats in the store when I looked at them for the first time, but I was careful in choosing them.

Now then, I’ll quickly set off to do the quest.

Viewpoint change

Meldor’s adventurer’s guild. Carlo was battling against the papers as usual. He was an adventurer who retired five years ago, and had picked up the job as a receptionist in the adventurer’s guild with his achievements, but he did not have much affinity with paperwork.

He was facing the tedious paperwork today once again.

Right at that time —– A strange youth visited the guild.

A youth with black hair appeared. He was dressed like any other youths but Carlo had lived in the capital for a long time and had no impression of him at all. He was most likely a young man who came from the nearby village in hopes of becoming an adventurer.

But he was dressed too lightly and Carlo was bothered by it. The nearby village required at least two days to reach the capital, and he should have at least have some luggage with him. Did he take a merchant's caravan by chance and came here —- He thought and tried to answer his own question.

As expected, the youth was a newcomer who wanted to be an adventurer.

But when the paper and pen was passed over to him, he did not write on it.

It looked like he was unable to read. The literacy rate in this kingdom was not very high. It was one of the receptionist job to write on someone's behalf, and so Carlo began his usual task of writing for them. He asked for the youth's name, age and skills.

It was important to ask for an accurate report for skills. The adventurers would reference and assess these things when they formed a party.

Well, there were many newcomers who pretended to have different skills. When that happened they were going to learn a painful lesson.

And that's when the youth said this. ——— My speciality is magic.

Carlo looked at the youth again. He did not have a sword or bow, and he did not look particularly strong, so there was a possibility that he could use it. But to use magic, one would have to know how to read books about magic and it was a given to improve their knowledge that way. It was impossible to not know how to write or read.

He considered that the youth was from some other country, but it did not explain his light equipment. No matter how he looked at him, the impression was mismatched.

He should let this slide first—– Then he started to explain to the youth about the criminal list and guild's blacklist and the investigation's procedures. (暫く泳が

せてみるか――あとで犯罪者リストやギルドのブラックリストを調べようと考えつつ、彼に説明していく。Unsure if this TL is correct.)

When he finished explaining, the youth asked if he could sell the forest wolves' hides here.

Beyond the subjugation of the magical creatures and their proof of victory, there were also weapons, armor, herbs and various other things that were requested along from the quest. The adventurer's guild would buy these things as a result.

It was not impossible for an amateur to be able to defeat a single forest wolf. However, forest wolves hunt in a pack. One cannot make light of that.

Yet the youth took out 50 hides, a number that was significantly beyond his expectations, and they did not appear to be old. These were probably recently skinned.

He couldn't have fought 50 of them right—

He stole them or something—- No, this was still an impossible number.

There was never a time where such a large number of hides were taken from the wolves that reside deep within the forest. Just where exactly did he get these hides?

As his questions sprang up, the youth's distrustful eyes looked at him, and he started to appraise the hide carefully.

Each of the fur hides were carefully skinned—- And it was rare to see such careful workmanship. The quality was comparable to a specialist who worked in this field, and one might even say that a master huntsman was the one who skinned them.

At the very least, when he was still an active adventurer, he did not have the confidence to do something like this.

There were adventurers who had the ability to subjugate the monsters, but were horrible at removing their hides. And if the creatures were hurt too much in the process, there were cases where the adventurer guild did not buy the damaged hides.

A merchant would spend a great deal of money to buy them with this level of quality.

Perhaps if this youth did this all on his own —- He would be an extraordinary rookie. No, he would completely surpass the level of a newcomer.

Even though there were many things that he did not understand, he involuntarily admired the youth. He ought to have an appropriate judgment for this transaction. And thus the guild receptionist Carlo chose to be fair in his appraisal.

After he passed the silver coins to the youth —– Chaos requested for a quest.

Carlo considered carefully. It was undeserving of him to receive a quest for a newcomer. If that was the case he would test his strength out with a quest that was a little harder.

Killer bees were fierce insect type magical creatures the size of a human’s infants. Their quick movements and their lunging stings easily hurt newcomers, and it was a magical creature where a newcomer would find their limits. If Chaos had real capabilities, then he would have no problems finishing it.

Even though there were many suspicious points remaining, his heart danced a little when he remembered the time when was an adventurer, and had great expectations for the rookie.

Ch 3 (WN version)

TL: So here's something interesting in WN ch3, this battle within the chapter was cut out in the LN version; it was only briefly mentioned in the LN. This kind of means that the QC will be dubious since I can't compare accuracy. And late Merry Christmas, everyone. I will be finishing up two art assignments hopefully by today, then I will start on TSTBGAM next. Amber Sword will come a bit later (like 2 days later).

Updates will be distributed evenly each week.

Saturday: TSTGBAM
Tuesday: TAS
Thursday: TSTGBAM

Chapter 3 – Subjugation of the Killer Bees and herb gathering

I finally saw the river which was east of Meldor after running for one hour.

Even though the killer bees were shown on my mini-map a considerable distance away, I could hear the noisy hum of insects.

This side of the river has turned into a flower garden, so the bees might have gathered here for that reason.

I focused my eyes into the distance, and confirmed their presence. Although they are so far away, I was still able to see them, so they are considerably large. It seems they are about the size of half my body?

Come to think of it, was I supposed to eliminate every single foe in this elimination quest? Ahh, it would be good if I properly confirmed the quest when I received it.

Oh, maybe I can confirm it in the event window?

I try thinking about it and the quest information appears neatly.

[Killer Bee's subjugation]
Kill 20 Killer Bees inhabiting the Yuritto River which is located in the east of

Meldor.
Parts that are required to confirm the kill: The Killer Bee's needle.
Reward: 10 Silver Coins

[Collection of Medicinal Herbs]
Collect 10 stalks of the (Sahira Grass) required to make the lowest class potion, located in the Yuritto River which is located in the east of Meldor.
*Collection of (Sahira Grass – High Grade) will result in the increase of the rewards.
Reward: Payment of 10 copper coins for 1 stalk of the Sahira grass.
Reward: Payment of 20 copper coins for 1 stalk of the Sahira grass (high grade)
Indeed, I also took on the quest to gather herbs, and I was paying too much attention on killing the killer bees.

The reward is copper coins, huh. 100 Copper coins is equivalent to 1 silver coin, 100 silver coin is equivalent to 1 gold coin, 1000 gold coin is equivalent to 1 platinum coin.

The reward is a little low for 1 stalk.

Well, that is to be expected since the difficulty of collecting the medicine will be low since there is no need to fight the monsters.

This is the case where it cannot be helped that the reward is low……. to the point of incredulity……

Oh, that's right! If the quest is unacceptable, then I can go into production.

There are production related professions that exist in Another World, blacksmiths creating weapons and armors, while alchemists create potions.

Also, even though some of these items are expensive and the effects are terrible, there are such requests made to the NPCs which they are paid materials and money to manufacture them.

The possibility of these items being produced is still not gathered yet because it is still early in beta testing, but perhaps the information of the lower grade potions have been gathered.

Rather than the collection of the reward money, it might be much better to collect the materials directly and save them for requests.

I will check the wiki later on the materials necessary to create the various items.

In any case, I'll gather the herbs necessary for this quest first.

In order to do that, I will first ensure my safety in my surroundings.

There are things that I have learned from hunting in the past, but I am still unclear as to where the monsters will pop out from. And if I stay there in that area, the monsters will pop out again.

Even if I defeat them with my utmost effort, it will still affect my gathering in the end, so I'll just cut corners when killing them.

The levels for killer bees are 4-7. On the other hand, my levels are 5.

It is not at a level difference where I cannot be victorious.

I approach the killer bees quietly from behind softly, in order to be in the range for [Mana Bolt]. I will treat this battle like I am facing Forest Wolves.

And I quickly reach into the attacking range — I prepare my skill and use my staff into the killer bees' direction –.

— In that instant, I am blown away.

Just what exactly happened!?

Luckily I did not feel any pain, but the vibration that happened was stronger than that of a mobile phone. I get up quickly in confusion while looking at my surroundings.

There is the figure of a killer bee over where I was earlier which had swooped down on me.

Damn it, when did it get behind my back!

[Mana Bolt Lv 3!] —— I acquired the increased level as I leveled up. The skill's MP expenditure, power and ranged also increased —- and I activate them as I aim at the enemy.

But the enemy dodges it nimbly.

As the attack was a miss, the killer bee's tail needle is about to assault me, this is bad!

I get down like I am falling over as it comes crashing at my shoulder. The needle grazes my shoulder.

The situation is becoming worse again. The killer bee that I aimed at a moment ago has noticed the disturbance and is coming over here. It is outrageous that I had actually thought that insect monsters are weak. They are fast with their flying speed and it is more troublesome which I have never considered before.

Yet this is going to be a disadvantageous situation of two versus one.

When I look at my status, I realize that two more of the same attacks will cause my HP to go to 0 and I will die there.

I must find a way to beat this damned insect……

Of course, I should use that!

[Spider web!]

The thin web of mana extended everywhere from the center of my position. Even though the killer bee tries to doge it, the speed of the extending web is much faster which catches and entangles it. It is not at a level where it cannot move at all, but its movements is affected and the speed falls remarkably.

[Mana Bolt Lv 3!]

The purple electricity pierces through the killer bee. The outcome was decided there and then.

Phew, I successfully made the right choices in this battle.

Spiderweb: A magic web which extends from my position, and decreases the opponent's speed for ten seconds.

The effect's time and shooting range is small, and this skill in traditional MMORPG was nothing but difficult to use against humans. But I see now, isn't it good enough to be effective against this type of enemies?

[Mana Bolt] has a problem where the attack cannot be guided and it attacks in a straight path, and such an attack is too weak for aiming during attacks. It is extremely difficult to strike them squarely where it is intended. Therefore to hit them easily, there is a need for a strategy.

Even though that is a given reason, the MMORPG up until now required only to click the enemies with a cursor.

As expected of a VRMMORPG! It is useless if I fight without considering the monster's nature.

Oops, the killer bee is approaching towards me again. I will think about it later. I'll clean up the killer bees with the knowledge I gained first!

The Meldor's adventurer guild's doors open.

The person who entered was the youth who came 4 hours ago —- Chaos.

Carlo's eyes focused on Chaos. Chaos finds the familiar face, and he approached Carlo's table and abruptly placed his hand over the table.

*Rustle**Rustle — He casually poured out twenty insect needles.

And there was ten carefully selected Sahira Grass of high quality.

[The quest is finished.]

(As expected this person is the real deal!)

Carlo's heart was in astonishment.

It was next to impossible for a newbie that defeat the killer bees alone. Carlo believed that it was indeed the youth who killed that large number of forest wolves.

As expected, the fact that he defeated twenty killer bees without sustaining any injuries, that alone is enough to prove it.

Furthermore, he fought twenty of them in one try.

It was true that Carlo did not assign the specific number of killer bees when the quest was assigned. That was because the number of killer bees were numerous, and it was a target that need frequent suppression. He had thought that Chaos would only defeat ten of them at most, but this amount exceeded his expectations, and he felt the Chaos was not a newbie.

In addition, all of the Sahira grass was of high quality. Chaos even had the talent of judgment. There is no doubt about his abilities just by looking at him.

[Alright here, 12 silver coins. The killer bees are always on request, if you are

free take it up again.]

Chaos nodded, and he turned back and left the guild.

(His abilities have been confirmed. After that is his identity and character.) Carlo who was left alone, thought about it while he took the bags that contained the herbs and needles.

He did not discover anything about Chaos from the investigation report about criminals and the blacklist.

But it did not change the fact that he was a suspicious person. Therefore it was a must to observe him, especially when he was an adventurer on the rise.

(Hmm. Who is suitable for this job?)

As much as possible it should be a veteran who could be trusted—-.

When Carlo was agonizing over the selection, the guild doors opened once again.

The sound of grating metal resounded which was emitted from the visitor's armor.

The visitor who was clad in an armor with a dull sheen was a male approximately 30 years old, his neat blue hair constrasting against his skin which was illuminated brightly by the sun.

There was a sense of affable feeling from his expressed smile through his beard.

[What, it's Havok, so you have returned huh.]

Carlo spoke to the guy clad in armor.

[Ahh, I just came back a little while ago. The newbie was more hardworking than I expected.]

[How was it, the member who was added to your party?]

[This is an untameable horse with talent. Well, it might be good to have a strong competitive spirit here.]

[Ah, is it that the Elf miss? Her personality does not match her face at all huh.]

[Gahaha, don’t say things like that! Because she will really mind it a lot you!]

It was rare to see a demi-race like the elf who had a long lifespan in this area. Furthermore, they are recognized to be proud elves who were hard to please, and it was difficult of females to integrate themselves to a party.

During that time, Havoc’s party had two members who retired, so there was new members who were recruited.

His party accepted females, and there was no prejudice towards elves, so that was how the adventurer’s guild introduced her to the party.

The Elf girl was relieved to hear it was Havoc’s party, as their party had track records as well as being friendly.

[Oh right, hey, Havok.]

[Yes, what’s is it?]

[You have another slot left over after adding the Elf girl right?]

[Yeah, that’s right?]

Havoc showed a puzzled expression.

[There is something that I would like to request —]

Carlo grinned broadly as a certain idea struck him.

TL: If you’re able to read JP, I do strongly suggest to read the raws because I don’t think I can quite accurately capture the way how the characters express themselves. The protagonist’s naivety and bochi-talk’s mood (alone-talk) is particularly difficult to localize.

Ch 4

TL: I know there are fans of this series, so I'm splitting the chapter into two parts so you guys can get it quicker. Typically the format of this series happen in this way. Chaos (the protagonist) go around creating misunderstandings, while the people in this parallel world react in various ways.

So for part 1, it will be about Chaos, part 2 will be the people's reactions. Future updates of this series will continue this way until the series stop handling the format in this manner.

For now, please enjoy and I'm sorry that it took so long to update this series. Part 2 should come tomorrow.

In order to manufacture the necessary potion that was on my mind a few days ago, I look at the "Another World" wiki page on my computer today.

It has not been two week since Another World launched and there were many unknown information in the game, so the wiki was frequently updated.

As expected, the first VRMMORPG in the world had a great degree of attention on it.

I do not really like to rely on the strategy guides in the wiki, but it is painful to gather information about production when I have no information on it in the first place, especially when the game world is so big.

At least I need to gather the minimum stuff on it right?

I load a few webpages available for public viewing regarding item manufacturing.

There is information detailing the lowest ranked potion to the highest ranked potion in it. There are potions for HP and MP recovery, and there is also Elixir, which recovers both HP and MP. (TL: I took Final Fantasy's Elixir as a name for the item.)

There is also detailed information on the monsters and where to gather the

materials written on the webpages.

I should remember them as quickly as possible.

I thought that it is still early in the game, but the players have progressed quickly in the game beyond my expectations.

Perhaps there might be some of the ridiculed game addicts players working hard in the game who do nothing more than eat, sleep and play.

As expected, I am unable to abandon reality and delve into this game to that extent.

I don't have school activities, so I spend 2-3 hours on my weekdays, and the majority of my holidays on this, and it's quite enough for me.

…… Maybe it's quite a lot of time spent on this game? W-well in any case, I'm thankful for the detailed information from these players.

It seems like the Sahira grass can be made into the lowest class potions. The other potions need two different types of materials and above, but the recipe was quite easy.

Well it was easy to get Sahira grass, but the high quality Sahira grass that I got for my quest was not. It might be possible that it is going to be difficult to procure the materials for high quality potions.

Although there is no need to make a potion in a hurry, I am also worried about receiving an ambush just like the killer bees that crept up on me. Fortunately my HP is low and even the lowest quality potion can restore it fully. (TL: There is something seriously wrong with your logic, lmao.)

Conversely, the MP was different from HP which can be restored quickly over time even if I have very little of it left.

I had 3 lowest quality potions from the start and I used them twice during the killer bees battle. In order to be safe I should make 10 of these potions.

I log into Another World, and entered the item shop. The first impression I have of the item shop is something similar to a general store that sells daily items. The items in here are arranged and packed tightly, and commodities like rope and lanterns are available for use on the road.

There were certainly potions available, but the selection was only limited to the lowest quality or low quality potions.

……. Why were there only these types available? Or the other types have to be manufactured upon request? Well, never mind about that now, the first thing I want to do is to make a potion.

[I request to make potions.]

[Yes, how many would you like to make?]

The person who replies is a child who looks like an elementary school student.

I cannot really determine from his appearance and voice over the counter, but he looks like a boy as he wore trousers. I take out 10 stalks of Sahira grass and pass it over to him.

[Please make me 10 potions from these 10 stalks.]

[Understood. The commission to make 1 potion is 15 copper coins, so in total the fee is 1 silver coins and 50 copper coins.]

The store sells a potion for 30 copper coins, while a stalk of Sahira grass sells for 10 copper coins. As I thought, it was relatively cheaper to bring the Sahira grass in and make them. I pass the money over when I am satisfied with the result.

[Will you wait a little? I will make it immediately.]

The boy took the grass, cut it up and smashed it with a mortar skillfully. The process of making it from scratch was reflected in my eyes.

[Guest-san, are you seeing the process of making a potion for the first time?]

[Ahh, even though I know about the ingredients for other potions, this is the first time I'm seeing a potion made.]

[You know about ingredients? I am certainly envious. As I am a practicing apprentice, I don't know other ways to make a potion……] (TL: The boy's words are polite and he uses "Boku".)

[…… Does it mean that you only sell two types of potions because you don't know the way to make other potions?]

The boy is momentarily dumbfounded before laughing. If I have to say what kind of laughter it is, it is filled with wry bitterness.

[No, that isn't it. It is difficult to gather materials because the monsters gather in a pack. Even though requests have been made to the adventurer's guild, it is still difficult to get the materials.]

In other words they can't provide the potions if the quest is not cleared. That's quite troubling. If this quest isn't handled it might interfere with my future activities. I should confirm once with the event window to check if there are any changes to the quest, and I should stop by the guild as well.

[Guest-san, will you please teach me about the materials to make other potions? Even though I'm just an apprentice I would like to study.]

The boy looked up with timid eyes. Cute…… S-stop that, I don't have that kind of interest in that area.

Still, the AI in the NPC is is truly showcasing itself. The freedom to converse is high. Even with my low communication ability, I was able to talk naturally. Usually the answers are gotten from searching the internet, but when it comes to fellow people's queries, I want to answer them seriously.

And it's quite refreshing to have a setting like an enthusiastic apprentice.

有りがちな設定だがこうもリアルに好少年している奴だとついつい応援したくなる。
(TL: I have no idea what this means. If I really have to TL it, it would be "It's a common setting where one is like a good youth in real life and people wants to help them subconsciously"?)

I'm unable to refuse him with cold words. In any case, perhaps it's okay for me to teach the information that is available for the public. Maybe there is going to be a new event from this conversation?

……. In no way this is because of the upturned eyes from this girly-looking boy who's overly cute.

[I got it, that's fine with me.]

The boy broke into a wide smile and thanked me. I naturally lit up with a smile as well because of that.

[Chaos-san, thank you very much. Thank you very much!]

The boy —– Pipin —– waved me out from the item shop.

Because of his eager attitude, I taught him the various names of the potions, mana potions and elixirs. Then I taught him about the materials to make them, as well as the harvest locations and monsters to him.

He especially wanted to ask about elixirs in detail. Did he want to make them?

But the truth is the wiki is the amazing one — I felt a little guilty as l left the shop.

Ch 4.2

TL: I'll say my next update for this series will be end of march or something.

The shop assistant in Meldor's item shop arranged the items in the shop as usual while attending to the shop patrons.

His hair was light green with chestnut colored eyes, and along with his gentle features, the young shop assistant was easily mistake for a young girl when people saw him in uniform.

His name was Pipin.

A 11 years old alchemy apprentice working as a shop assistant.

Just very recently the ratio of work and study gravitated towards work a great amount. He had to work a long time as a shop assistant and he had to replenish the potions that he sold. The reason was because his father was busy gathering the materials.

Besides requesting the adventurer guild to gather the materials, he also went out everyday to gather. The past him was an adventurer and an alchemist. Even though he had to retire because he became unfit, gathering the materials near the killer bees or the monsters near it was still not a problem. However, any materials that were of the intermediate rank was a little much.

The monsters' activities intensified, and gradually it became impossible to supply potions that were of the intermediate and higher ranks. Although the adventurer's guild did their best in gathering the materials, the placed was governed by creatures with a giant body and the face of a pig – Orcs. They held the passageway to the area and they were numerous because of their fertility. The amount of materials harvested was little.

Even though potions are ordered from the capital and other towns, the quality of the potion was usually affected when they were sent here and rendered useless. The appearance of intermediate potions in this town disappeared.

But if this continued it would be impossible to fight against monsters. For that

reason, the strong adventurers in the town gathered and protected the potion's materials at fixed intervals. There were a few adventurers who took on the job of gathering high quality materials, but the intermediate potions were sold out within two days. This was why he went out frequently to gather materials.

And to the worry as to who was going to tend the shop, Pipin took the role as a shop tender. Even though he was interested in playing, he was clever enough to understand the situation and helped out, eventually taking care of the shop all by his own.

His mother was in another world and he only had his father left.

He was proud of his father who worked hard to gather the materials, so he had a strong wish to support him. Still, even though he understood his situation, he felt it was hard to suppress the loneliness when his father was not around, so he buried himself in work.

Today he met a customer.

He was a youth who looked like he was 5 years older than himself, with black hair and eyes.

The customer requested to make the lowest ranked potion, and he did so by mixing the materials just like how his father taught him. There was time involved in grinding the potion, so most of the customers either looked at the store's goods or went out of the store to do something else.

But the customer stared at his work. Was it really that rare to see someone make a potion— Even though Pipin was embarrassed, his loneliness from his father's absence made him try to talk to the customer.

The customer replied that he knew about the materials to make a potion, but it was the first time he was seeing one created. Conversely, Pipin knew how to make a lowest ranked potion, but he had no idea what materials were needed to make other potions.

His father did not teach him, for the reason that he was still not skilled in mixing delicate materials — Although that reason was valid, it was also the fact that there were simply no materials to work on as it was difficult to gather them from the Orcs' region.

Pipin simply thought that he was insufficient in skill and could not be taught yet.

The customer asked why there were only two different types of potions in the shop

Does this person not know what the circumstances are now —- he felt a little gloomy and looked properly at the customer. He probably just came to this town. So Pipin explained the situation about the materials and the monsters.

The customer could be seen contemplating thereupon.

He looked like he was troubled, as if he was considering the negative effects of the interruption of the supplying of potions.

But Pipin was not able to do anything about the situation even if he worried about it, so he tried switching to a topic that he was curious about, the materials to make potions.

He knew almost nothing about the other potions because his father was busy, and he wanted to study in advance to surprise his father— and then get praised —such was the boy's feelings, so he inquired the customer about them.

Pipin's father, Nash, returned home on the very same day when the sun set. Pipin had finished closing the store and was preparing for a late dinner.

[Otou-san, okaerinasai.] (TL: I'm preserving the flavor text here. Basically it's, welcome home dad, in polite terms.)

[I'm back, did anything happen today?]

Nash gently stroked his son's head, and Pipin closed his eyes as if he enjoyed that.

[Today right, there's a customer called Chaos-san who came over.]

[Chaos? I never heard of him, is he someone staying in town?]

[Yes. It looks like he came here for the first time. Chaos-san taught me a lot about the materials for making other potions, including the monsters in the harvest locations.]

[This bastard Chaos taught him this!] Nash's attitude towards him turned for

the worst.

He tried to be gentle in order not to break to his cute son's joyful face.

[You are really passionate for this, Pipin. However it's dangerous to gather materials on your own because of the monsters, okay?]

Nash tried to get his attention as much as possible.

[But that's not all! Chaos-san really knows a really great deal. He taught me the recipe for mana potions and elixirs.] (TL: 霊薬, I tled that as elixirs.)

Nash tilted his head. He had heard of mana potions as they were used for recovering a magician's mana. The materials to make them were simply not available in this region.

However he had not heard of elixirs.

[Pipin, what is 'elixirs'?]

[It's a potion that restores health and mana together.]

'It's amazing right', Pipin's beaming face was saying that.

'That kind of miracle like medicine does not exist, and it's more like a fairy tale to deceive Pipin—' Nash's evaluation of Chaos dropped rock bottom.

He mildly admonished Pipin that he had been deceived, but his cute son said that there was no such thing.

So Nash decided to confirm there was nothing like that and asked him in detail about the recipe.

—- But all of the material names were correct and there were indeed named locations in his description. Furthermore there were names of lost ancient places that Chaos taught to gather the highest ranked materials.

Nash was tongue-tied.

How should I determine this —- Nash had a hard time judging the accuracy of the recipe. Apart from the highest ranked potion, the recipes to make the other mana potions and health potions were correct. And so he could not dismiss the highest ranked potions were lies.

Furthermore, Pipin strongly insisted that he was not lied to.

It was a really huge thing if it turned out to be true. The first thing was the location for creating elixirs. It was in the west of Meldor, a different place where Orc governed the north, and there were far less monsters in the west.

Ant there was only one kingdom, Castalla, that was researching substitute potions for the highest ranked potions. If the highest ranked potion was successfully manufactured it would be be an advantage in politics.

And even if there were problems in the recipes, it would still serve as good research right?

……. It might even be possible to build up great wealth from this.

In the end Nash was unable to judge and decided that he had to ask someone of higher qualifications. And so he took a pen and began writing

Author's note: By the way, if potions are kept in the inventory slots, it won't degrade.

Ch 5

TL: The next update for this series kind of depends.

Chapter 5 – First party (1)

[Gathering of the materials for intermediate potions? No can do, that's not a place for a rookie to go alone when there are so many orcs.]

The male receptionist at the adventurer's guild —– Carlo heard my request and replied.

….. Hmm, so it's a no huh.

There are limitations to receive a quest.

One of the limitations is levels.

If one does not exceed a certain level, it is not possible to apply for the quest.

Most likely, this particular request has some corresponding conditions.

My level went up again, up by one to reach level 6 after the killer bees battle.

It seemed that there are many quests that I cannot take on, perhaps these are recommended quests only for parties.

A party, hmm……

For this type of MMORPG, there are more players who group up together to accomplish things, rather than have solo players doing stuff. This is called a party.

There are merits like receiving the protection from allies in a party, the group can continue longer and fight against stronger monsters.

The de-merit would be splitting up the XP from monsters to all the players.

During the beginning, a single person would be more effective to gather XP by moving alone, although there are things that need to be avoided with the lack of

an ally's support skills, and it is move effective to in a party compared to having just high levels.

'It is far more enjoyable to talk with your allies instead of continuing to play alone' —- And with that reason many people group up.

Well that is how the previous MMORPG works, and perhaps it's the same in Another World.

But, there's a need to join a party at some point right?

If I think about it, I kind of regret about missing the opportunity during my first meeting. (TL: He refers to the girl she met in the forest for the first time.)

If I got to make friends with that person, perhaps I would not need to be troubled over the partying issue right now.

To be honest, I remembered stuff regarding partying in the previous MMORPG that I played. In that game, that was a feature called 'Party Matching', which would display the information about classes and level if players wanted to join in.

At that time, I did not know much about MMORPG as a beginner and I tried registering as one who was looking for a party. But no matter how long I waited there was no voice to alert me that a party had invited me.

At the end, my name was the only one which was left in the Party Matching window, and the day ended with the players who registered later than me getting invited. (TL: …How unlucky can you get. How bocchi? Are you the universe's unluckiest man?)

Even so, I continued to register myself in the feature, and I finally got invited on the fifth day.

When I entered the party in high spirits, the person who invited me apologized as he replied, "Sorry, I wanted to invite someone else." He explained in detail, — He had keyed in the words wrongly and he wanted to invite the player below me, as he fulfilled the recovery role —

That day my heart was broken and I logged out from the game. (TL: …)

After that I later learned that my profession had decent firepower with lots of interference skill which was used in PvP fights and not really useful for hunting

monsters. It was a trap profession that was only useful for parties who were masochistic in nature.

Therefore I tried inviting the players of other professions on my own, but the people took a look at me and……

Respectfully rejected me and said that I should party up with players of the same profession, but the fact remained that these players were left alone in the Party Matching list. I felt a strange sense of camaraderie with these players, but I decided to play alone.

Even though I had fun in that game, I would still like to think that it would not happen this time round.

The class ‘Magician’ is a DPS type and this sort of thing should not happen like the previous time, I hope.

In any case I should try and level up so that I can hopefully get the quest, and I’ll think about the stuff regarding a party again.

Or should I check with Carlo to see if there’s any new quests?

But what’s with that man with the unshaven face nearby me? Huh? What is going on?

[Hey, if you’re applying for this quest, can you do the quest together with us?]

…….. P, Pardon?

What did you say just now?

[The truth is we don’t have enough manpower for this quest. We’re still on the lookout for someone appropriate, are you willing to join us?]

Eh, did I just got invited?

Really?

[…… Why does it has to be me?]

Before I knew it, my voice came out.

That is because there were a dozen bald brawny-looking people within the guild that looked like they had been burglars who had deep scars on their faces. (だってギルドにはスキンヘッドや顔に深い傷を負った賊をやったほうが似合うんじゃない

かと思うほど屈強そうな男が十数人ほどいる。Not entirely sure if TLed correctly.)

I am not sure if they are players or not, but even if the possibility is low for all of them to not be a player, it is still fine to choose them right?

Well, since it is a game, it does not mean that their appearance would necessarily be linked to their strength.

It is possible to have a scene where a small girl with the body of a child carry a huge weapon and freely rampage around. I personally think that there is not much of an advantage to invite a low level player like myself. (TL: I wonder if that really happens in MMORPGs. Usually their weapons are appropriate for their body size.)

[You're a rookie right? Actually, I have two newbies in my party right now. In order to train them I'm applying for a request, but it's difficult to take care of them with handling the quest with just just our numbers, indeed. If it's possible I'm searching for another rookie to party up with them.]

……. I see. So that's the reason huh.

When you group up and defeat monsters, there are certain pattern as to how the XP would be distributed to party members.

One of them is where the level difference between the members in the party exceeds 10.

For example, it is possible for characters of level 15 and level 5 in party to receive XP, but if there is a member with level 4, he would not be able to receive XP no matter how many monsters are defeated.

This is the way of curbing extremely high level players bringing along the low levels to level up, and in particular, this method is called power leveling.

There are several reasons why they do not recommend such acts.

The first is how low level players rely too much on others, and they are not able to learn from hunting themselves, and turn out to players with low skill.

Such players are easy to make their allies their victims, and they tend to be unpopular with other players.

Another issue was the monopoly of such hunting grounds, and could develop

into quarrels and become exposed to the internet, easily leading to further troublesome complications.

There are also things like supporting the rookies with powerful support magic or lending them strong weapons to aid them with Power Leveling, and it is difficult to separate the lines from people who just want to aid the beginners.

I personally think think that it's not too good to help out too much, as one would be able to enjoy the game better.

Returning to the topic at hand, I think there is a voice that calling out to me.

……. How fortunate I am!

Perhaps I can get along with them as a start and be able to join their party from then onwards, this invitation that I received is so amazing! (TL: もしかしてこれをきっかけに仲良くなって今後もパーティーに参加しないかなんて勧誘をしてもらったりしちゃうんだろうか！ Seems like he's becoming delirious with glee, but I'm not sure how to TL this…)

I try my hardest to suppress the joy in my face which had a grin on it.

No, not yet. I need to know what the exact quest is as well as what kind of members there are.

Depending on the combination of the party instead of becoming a force, it is possible to become baggage instead.

It is a quest for my first party.

If possible I want to succeed as much as I can!

I also don't want to give that embarrassing impression to them that I'm happy from getting friends as a Bocchi player. (TL: Not sure if I mentioned this, but Bocchi usually points towards school students who choose to be on their own or doesn't have friends.)

Restrain yourself!

[….. Before that I would like to confirm the request, and the party members-]

I carefully make sure that I don't have any signs of delight in my reply.

The man with the unshaven face acknowledged it with understanding.

[Alright, then could you come over. I'll introduce my allies. Ahh, I forgot to introduce myself. My name is Havoc. I look forward to work with you.]

Havoc brought me over to a table with three people, and it seemed like they were his party members.

[Here, lemme introduce them. These are the members that are applying for the quest as well.]

A man with brown hair and blue eyes carried a long sword on his waist, and there was a metal breastplate over his shirt. He had a considerably impressive figure. He looked like a nice youth as he smiled when he looked at me.

My impression of him was a refreshing person who's in the sports club or something.

There were two girls as well. One of them wore a slightly thick blue and white dress — A magician's attire? — And she looked like she was about twenty with short purple hair and eyes.

The other girl had long ears —– An elf.

She had long gold hair and red eyes, giving her an intense appearance.

She had a leather breastplate and carried a quiver on her back. There was a bow next to her and she's probably an archer.

[I'm Chaos. Please take care of me.]

[Liam, yup, please give me your regards, yup.]

[I'm Emilia.]

[….. Cornelia.]

After I greeted them, the sports guy, gentle Nee-san, and the elf girl introduced themselves.

Judging from their appearances, I think they are a warrior, healer and archer.

A warrior with a shield can attract the attention of the monster while there is healing support from the healer. The archer can attract distant monsters and support with ranged attacks.

The balance of the party isn't bad.

Along with my firepower, the overall strength should be passable.

Since the party limit is six people, there won't be a problem here.

[Since the greeting is over, I'll talk about the quest. There has been some testimony from eyewitnesses. They saw a group of Kobold in the southwest and this time it is a subjugation quest. The rewards will be distributed in the participating members. You're good with that right?]

It's a reasonable place. I nod with agreement.

[Then we will set off as soon as we're ready. It shouldn't take more than a day. The party leader is Emilia, please follow her instructions.]

[Please take care of me, Chaos-san.]

Emilia gracefully bowed.

A window popped up after that.

[Emilia-san has invited you to her party. Do you accept?]

….. Of course it's an OK!

I joined their party with my heart in it.

Ch 6

TL: TAS and TGTBGAM will come later in a few hours.

Chapter 6

The southwest of Meldor is a grassland.

The view of the area is very clear so it is unlikely to be receive a one-sided attack.

In exchange, there is a certain problem that exists……

Cornelia’s mood seems to be bad.

Why is that, does it has have anything to do with me?

Could it be that she wanted to enjoy things with her friends, and a stranger like myself who joined their group did not please her?

As for the other two, it was not really a problem. Rather, it’s progressing quite well.

Especially Liam who’s good at talking.

In conclusion the setting for the game is quite extensive. The monsters are becoming active because of the Evil God’s revival, and the orc in the forest area located in the north is currently led differently, and their large numbers are becoming a troublesome issue, and because of that the Intermediate potion materials cannot be collected and people are trying to find solutions for that.

It’s not only the change in leadership. There might also be bosses around.

The NPCs here are incredible AI, so it’s possible that there are AI monsters skilled in leadership.

After that the topic went to daily stuff— Talk about our family and where we came from.

Liam was born with five other siblings.

Conversely, I was the only son and I felt a little envious of him. After that I learned that his family was not particularly rich, so he was sent out to work.

Still, Liam has entered society hmm…. (TL: I think this means that the protagonist is already working.) But having a ValGear which is at such an expensive price and to play Another World so much ——– Is it that, he's just like me who got selected?

But when the topic comes to Cornelia's family —- No, when the topic comes to her father, her mood takes a turn to the worse and the topic naturally ends.

I don't know why her mood becomes so bad, I wonder if she hates her father or something.

But listening to stuff about family for the first meeting. There is really no manner in it.

And thanks to that the atmosphere becomes even more awkward.

I really feel like running away.

I wish someone can break this mood.

Emilia stops walking. Can it be possible that we reached our destination?

[Emilia-]

When Liam calls out to her, Emilia places her finger over her lips to signal for them to be silent.

Due to this unusual indication, Liam pulls out her sword, Cornelia readies her bow, and I hold my staff out.

There is nothing around us, and the only thing that we can see is grassland. There is no indication of any monsters.

But there is a faint sound that we could hear in our ears without mistake, 'zuzuzu' ——– This strange noise, what exactly is it?

What should I do in this situation…. Ah, I forgot all about it.

As I think about it, I remember that and display the Map Window.

This is a solution to an ambush. I was attacked from behind in the previous battles with the killer bees, and I thought of various ways to deal with an ambush

in the blind spots.

Zooming in the Map Window will display the monsters and humans with colored codes.

If this is utilized before anything happened, one will know where the enemy is trying to ambush us.

My party members are indicated in green in the Map Window, and the orange color are foes that have not recognized us as enemies, while red color are foes that have recogized as enemies — And there are six red color marks surrounding us.

[Everyone be careful! There are Giant Moles here!]

I'm not sure if it is an reaction to Emilia, the soil bulged upwards and launched towards us with a breaking sound.

I dodge it by stepping to the side right away.

Liam seemed to have received some damage to his leg as he dodged because the enemies are near him.

HP Bar — The HP and MP of the party members can be seen in the bar graph — I can see that the damage done was not huge.

That's because the defense for a warrior is high.

[Tch! How dare you!]

Cornelia's clicked her tongue as she released her arrows into the rising soil, but even though it pierced through the earth, there was no effect to it.

Giant Mole, that is a considerably troublesome foe.

They are below the ground and it is hard for us to attack from our position, and they keep aiming at our feet with a hit and run tactic, which makes it hard to escape here.

It's a simple but effectively disgusting effect.

Using [Mana Bolt] on the ground, although it could gouge the earth, was not an effective measure with the Moles digging away in the ground. There is also the issue where the power is weak against them as the Giant Moles are level 10.

Emilia smashes onto the ground with her mace where a little of the Giant Mole's head can be seen.

While a healing profession should be weak, she is still of a higher level character at level 13. (Cornelia and Liam are level 8, I am level 6.) The Giant Mole which got struck looks gory, but it is a little scary when I see the mace covered with blood moving back and forth.

What should we do about the rest.

It seems to be hard to attract them to get Emilia to defeat them.

The timing and level difference made the risk much too high, as a single blow could end someone as weak as myself.

Mana Bolt which could gouge the earth away, while Cornelia's attack is ineffective because of the earth — Of course!

[Cornelia! Aim for the enemy after my attack!]

There was no time for confirmation as to whether she understood my intention. I released a Mana Bolt to where the Mole was moving towards.

The stretch of earth flew up where the Mana Bolt struck, and the appearance of the mole could be seen.

At that instant, Cornelia's arrow pierced through the mole, and it screamed as it arched its back upwards.

Because of that arrow, it was unable to escape into the ground easily. In that gap, Cornelia shoots again.

Soon after that, the same attack is repeated with two more Moles.

The rest of the monsters…… One was defeated by Emlia, but the rest of them were in a critical position in our flanks!

[Chaos, they are coming from the left!]

[Spider net!]

Even though the thread did not reach into the ground, it caught the Giant Moles when they surfaced from the ground.

[Leave them to me, Haaa!]

Liam’s long sword ends the Giant Moles which moved slower.

[Sorry, that was reckless of me.]

Liam apologized with his head bowed.

Actually, there really is no way to handle them when they came right beside you right?

[Don’t move about when I restore you Liam. Heal!]

Light like a fire lit up from Emilia’s hand, and after receiving that shower of light, the injury of Liam’s foot recovered.

[Thank you Emilia. But what exactly are you doing Chaos?]

[I’m gathering materials from the Giant Mole.]

I lay my hands on the corpses of the Giant mole, and start recovering materials and items from the dead body. After that the body and blood disappeared.

I thought the items and drops will automatically go into my inventory when I defeated a monster, and I did not know know that I have to take them from the dead body.

Well it can’t be helped that I missed that knowledge from the manual since the amount of things in it is massive. I even blamed it on bad luck when I did not see any drops from the initial forest wolves that I encountered. It was a waste now when I think about it since I sold them at a pretty decent price.

But the Giant Moles that were done in by Emilia is too grotesque. The head is a goopy mess.

This RPG has been rated as R (and advised in the system again that there is a cruel depiction of events)., and might be too much for people who can’t stand violent depiction.

Ah, I’m resistant to such images since I have watched guro films.

……. But everyone looks surprised, why is that? Are they bad with guro stuff?

————————- Cut line ————————––

Cornelia was not enthusiastic about this request.

Her love of cleaniness and her sense of ethics made her feel disgust.

On the other hand, she understood it was a necessary task.

Furthermore, since there was a discrimination towards elves and other subraces, as well as the fact that there were very few female adventurers, she was unable to join many parties. In order to pay back to the party that did not mind her presence, she accepted the request with much reluctance.

But her feelings were displayed on her face almost like she was still someone young and could not hold back.

The boy who accepted the quest together with them — Chaos, with black hair and a normal appearance.

Even though he looks like he was unfit for fighting because of his weak-looking body, Havoc had described him as an amazing rookie.

No matter how they looked at it, he didn't appear to be a second or third son of a noble acting as a commoner from somewhere.

As he introduced himself, they looked at him once again just before they set out. He looked like he was tolerating something with his grim face.

'Ahh, did he notice it—' They wondered if he noticed this farce. (TL: So I'm not sure if it's a single person or the entire group in this 'farce event' the narrator is talking about.) His standpoint did not really allow him to tell this to the other members.

In order to make this request a successful one, the girl who could not hold back her feelings merely kept her mouth shut. (TL: This particular line uses 口を紡ぐ, and it probably means sew one's mouth shut?) Liam was decided in advance to be the talker since he was of the same age and gender to collect information.

And in exchange, Emilia and Cornelia was to be the observers.

First, Liam tried to inquire about how much Chaos knew about the surrounding area.

The rumors about the orc and Evil God's revival were famous in the surroundings, no, in the kingdom.

But Chaos nodded like he did not know anything.

He seemed to not know anything at all, and only listened to the stories. They wondered if the expression that didn't contain much excitement or pride they saw before they left was his a natural reaction.

Next Liam talked about the birthplace.

He said that he was from called OSAKA. (TL: Katakana Oosaka.)

They had never heard of a kingdom called OSAKA, and thought it was most likely a faraway country from a distant land.

It seemed that he was a student.

Probably a student somewhere from a school that taught them how to become magicians. Even if you travel everywhere in this kingdom, only the capital has a school like this.

A skilled magician is something that a kingdom wants dearly, but it's normal that only young people from nobles or affluent people had the chanceto attend the school. Unless one had some quality attribute to them, people with low birth could not go to school.

They wondered if this rich youth who came from such a faraway land was due to his training in magic.

Then the topic moved to his family. He did not seem to have any siblings, and his father was working a job called 'SALARYMAN'. (TL: Haha.) SALARYMAN —- What exactly was that?

For magicians, most of the time bloodlines had a significant impact. If the parent is a mage, then his child would also become one, and it's something that's vice-versa as well.

Taken from the information from the previous talk they had. His father would have the financial power and conncetions as a magician to send his son to school.

A SALARYMAN with high income probably meant that his father was a high ranking magician like a Court Magician or the equivalent.

'Doesn't he have a splendid father—-' Cornelia thought about it with much

envy.

‘My own father, huh—-‘

When she thought about herself and her father’s face, her disgust floated up to her expression. The difference between their fathers made her feel miserable.

The gazes at Cornelia come back to her senses.

Chaos and Liam’s talk came to an end.

It was apparent that they felt her taking a turn for the worse, and she apologized in her heart when she saw Liam’s reproachful look.

‘What are you doing really—‘ She fell into self-loathing.

In a few moments Emilia noticed the presence of monsters.

The elf who had better senses than others did not notice it as her concentration had fallen due to prior events.

She readied her bow.

The enemies appeared from the ground. Giant moles—- It was a troublesome opponent.

Liam was injured by them, and Cornelia clicked her tongue as she should have noticed them earlier. In response, she fired arrows at them but there wasn’t any effect.

Chaos cast magic as well, and it was clear that he used magic like any other magicians.

It was an elementary magic spell, and was one that did not have much firepower to it, and it was not enough to defeat even one Giant Mole.

It was a little anti-climatic.

They had heard of his exploits as a magician and thought he had powerful magic.

Perhaps he was stronger than their magician rookies, but they wondered if their opinions about him were over the top.

The battle continued and they kept thinking on how to handle the situation,

but the only solution they thought could only be when the Giant Moles appeared from the ground.

[Cornelia! Aim for the enemy after my attack!]

Chaos yelled for the first time ever since he introduced himself. It seemed like he had a strategy.

Chaos released his magic again, and the result was just like before— not.

The magic that only exploded before and did nothing, revealed the appearance of the Giant Mole now.

His control of his magic was terrifying.

'So that's what you meant!' —- The girl who understood his meaning immediately aimed and shot at the Giant Mole.

The conclusion of it kicked in an instant.

Even with his control, the thought to capitalize his allies in an instant—

It's no doubt that he would become a splendid adventurer.

At the opposite image of this splendid person, Cornelia felt the differences between them and felt increasing frustration.

Even though they should be rookies, he was much more calm in reading the movements of the monsters, and came up with a strategy to compensate with the lacking power.

His magic was not dramatically overpowered.

It was about the same strength as her who held a bow, so it should be easy enough for her to catch up with him. She started wondering if she should learn from his actions.

It was a little too much to request to monitor his actions now because of a guilty conscience, but it should be fine to look at his techniques from the side.

Respect and envy could be seen in her gaze when she looked at him.

He moved over to the Giant Mole and started harvesting, and it was just like the rumors had indicated that his harvesting skills are first-class. She thought of that was she tried learning from his actions.

But the corpses of the Giant Mole disappeared after he handled it after a while.

[….. What exactly are you doing Chaos?]

Liam looked at the empty air with admiration and stupor in his heart.

[Eh? I’m harvesting the loot from them?]

Chaos answered like it was a natural thing.

‘…….. Is that the magic for storing things…….’

The girl thought there were more things to learn from him than expected.